

# IceTop integration into IceCube DAQ

- IceTop schedule. phase I
- Integration into documentation, production, testing...
- Comparison of block diagrams (IceTop DD vs SDD)
  - General trigger
  - “String Processor”
- Functional differences

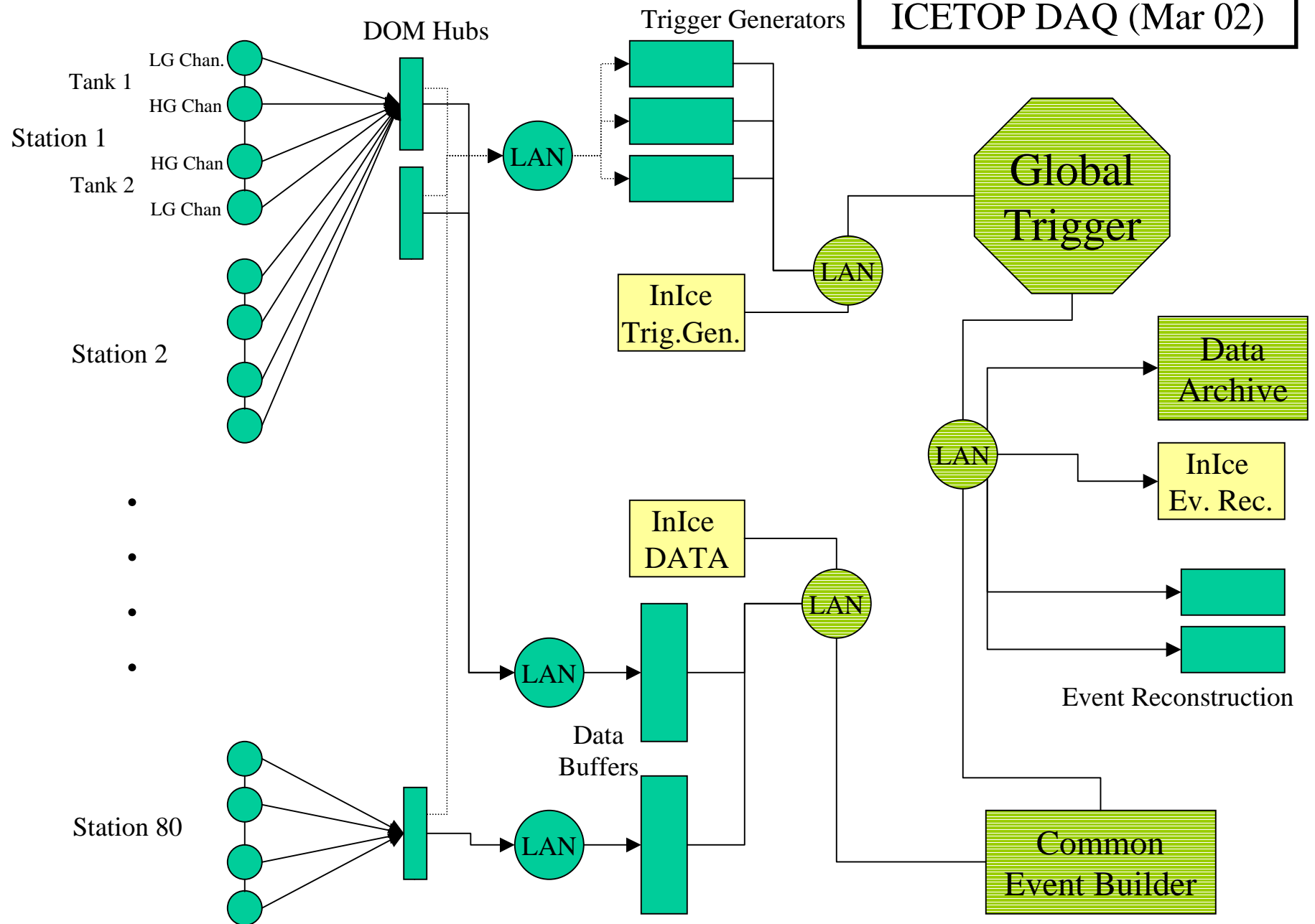
# IceTop Phase 1.

- Engineering development for clear ice tanks
- Firmware and DAQ integration
- Air shower and tank simulation
- phase II, III ? (I'm not prepared – sorry)

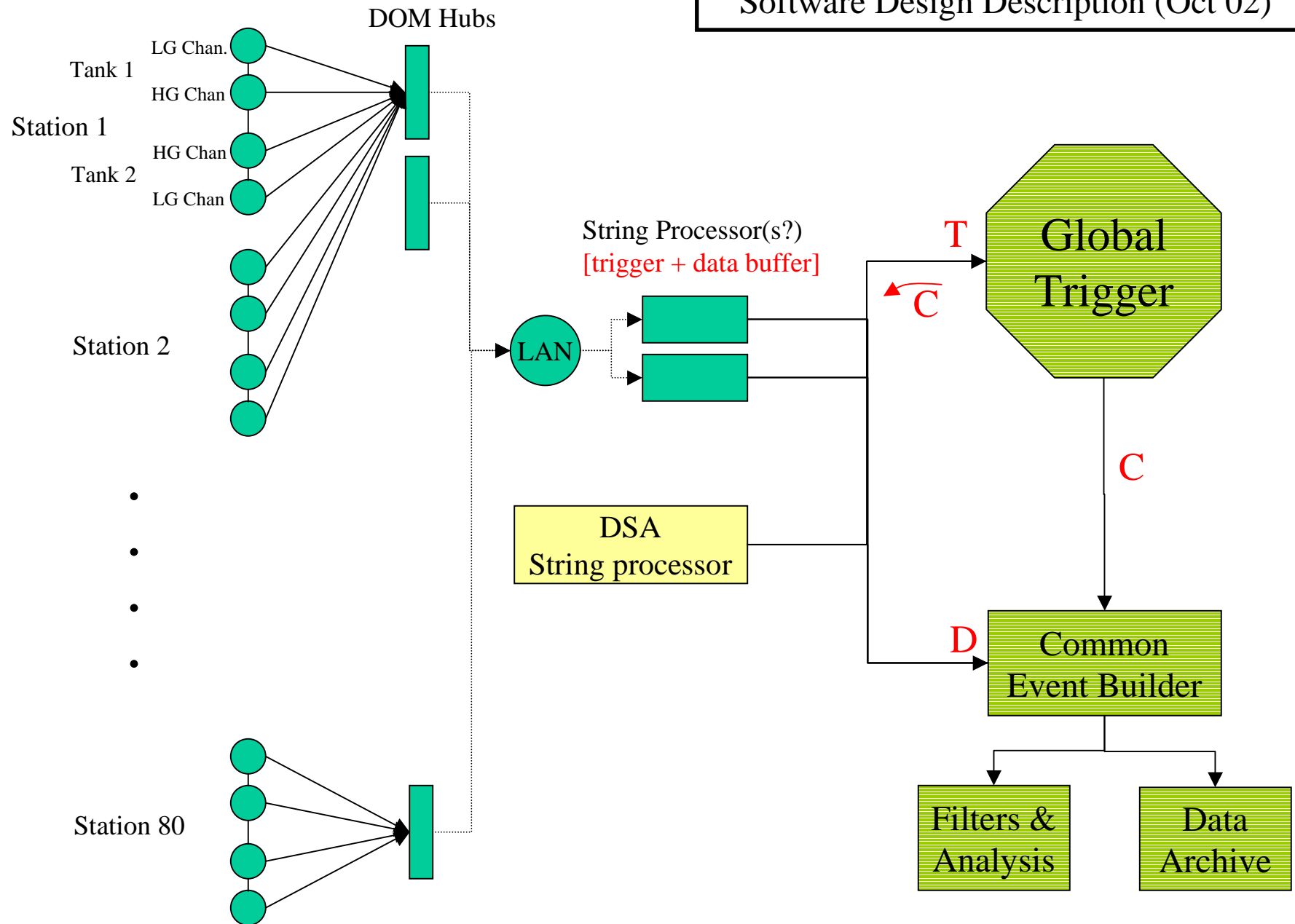
# Documentation, Production & Testing

- Inline or parallel documents?
  - coauthor or in draft/comment phase?
  - signoff?
- Separate production run(s) ?
  - High gain and low gain DOMs
  - low numbers – modify after production?
- Separate testing procedures
  - Separate framework or modified
  - 80% same, 10% modified, 10% unique ?

# ICETOP DAQ (Mar 02)



## Software Design Description (Oct 02)



# Differences

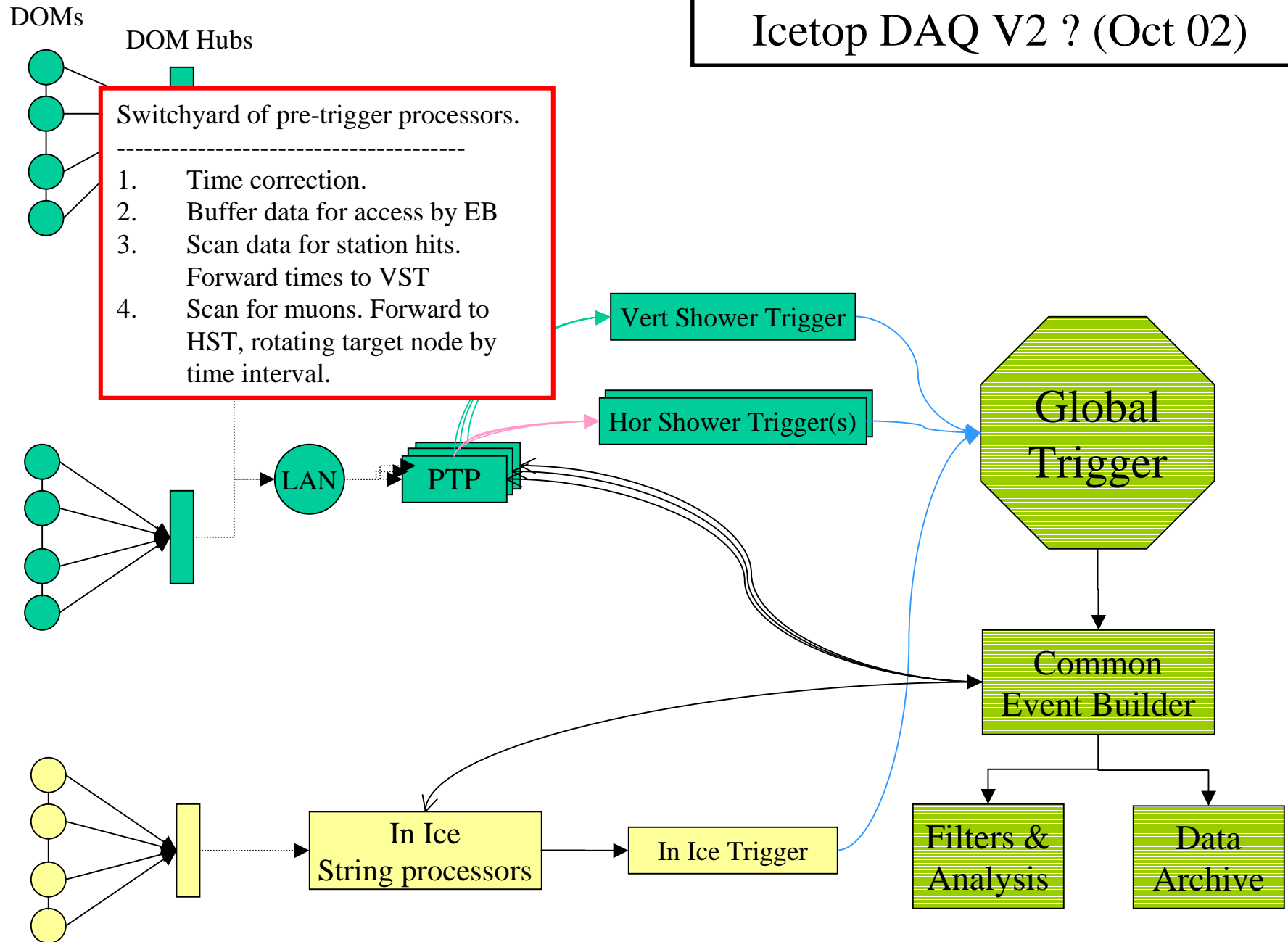
- Global Trigger
  - no three way communications
  - flexibility to link/add additional components
    - SPASE/AMANDA, Acoustics/Radio/Air Cherenkov
    - engineering triggers
- Trigger + Data Buffer
  - Two triggers (icetop global)
    - Vertical showers (coincident station hits)
    - Horizontal showers (single tank muons) – challenging
  - DBs: probably need multiple buffers to handle bandwidth

# Issues with Ictop DAQ, Mar 02

1. Time correction?
2. Hub should not touch data --- just forward it.
3. Why multiple data buffers ?
4. and trigger generators?

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1. TC is a String processor not a HUB function. Therefore there needs to be a box between Hubs and triggers.
  2. Hub should have just one upstream destination
  3. Total data volume  $100 \text{ KBps} * 320 = 320 \text{ Mbps}$ , cf. fast ethernet 100 Mbps – multiple buffers to absorb data
  4. Verticle trigger: Station triggers max 100 Hz, -> 16 KHz of data to be searched for coincidences. data rate = 1.6 Mbps.
  5. Horizontal trigger: Single tank triggers max 2500 Hz -> 400 KHz to be searched. data rate = 40 Mbps. May need multiple nodes for processing and/or bandwidth.

# IceTop DAQ V2 ? (Oct 02)

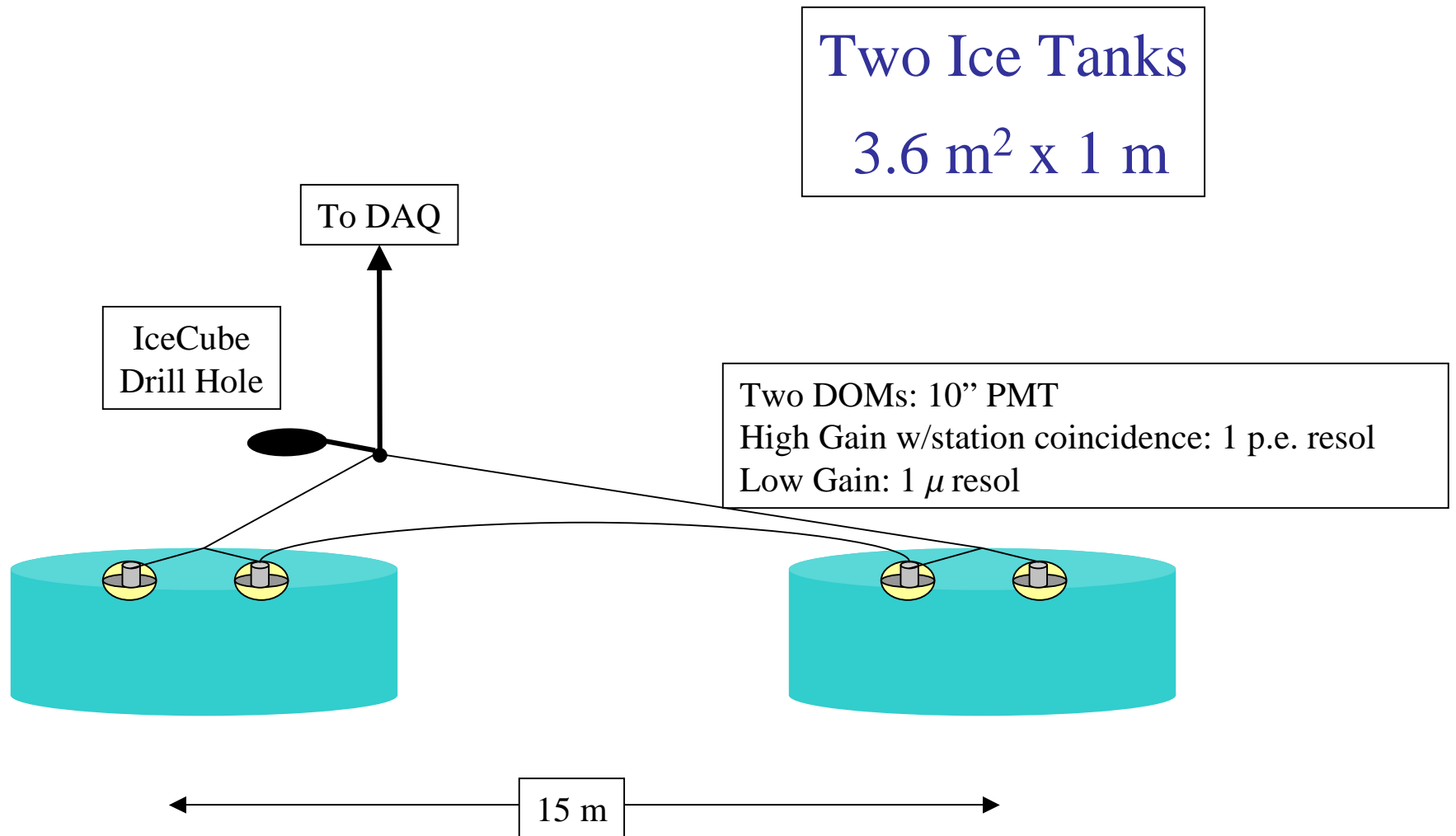




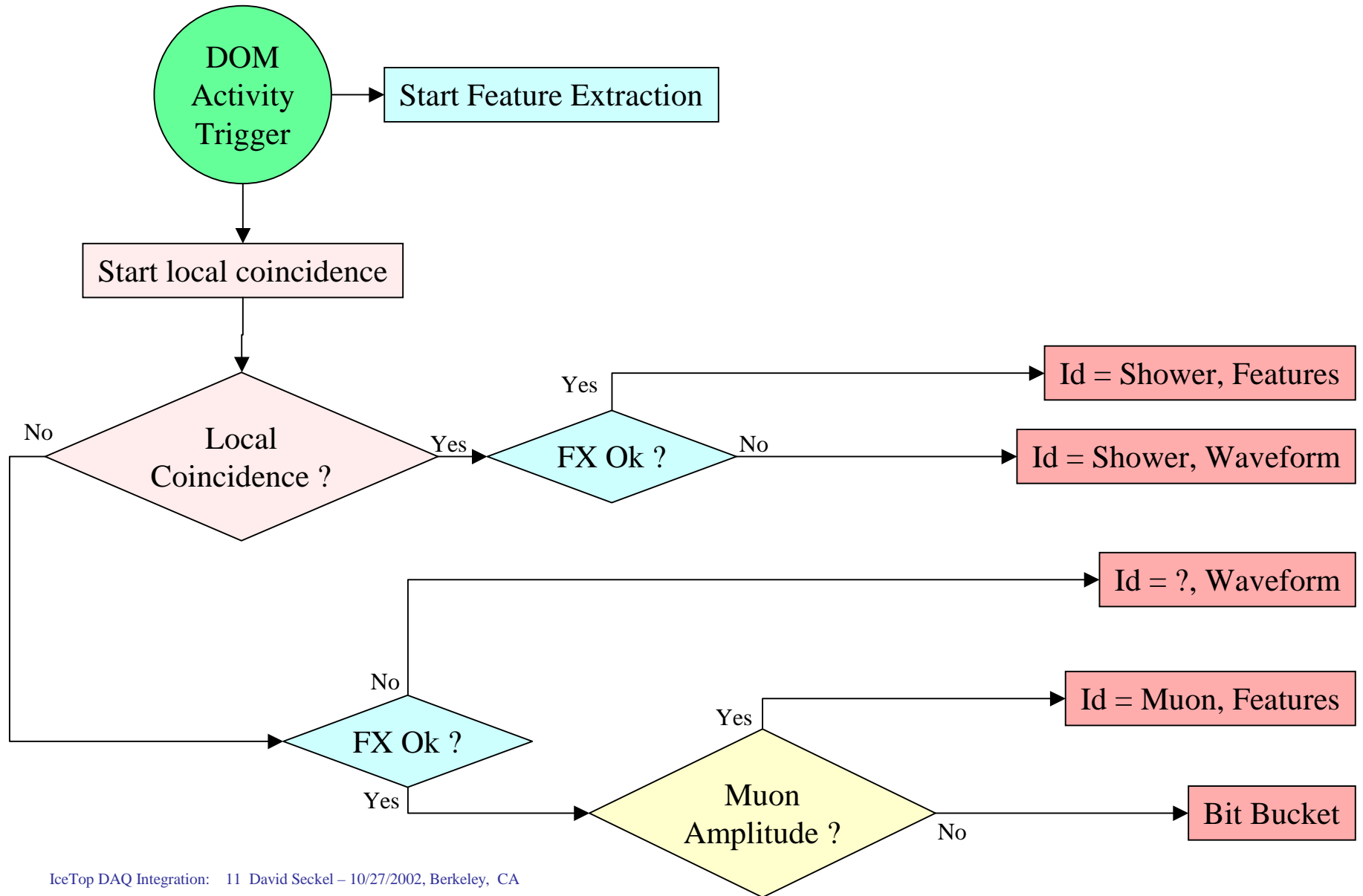
# Functional differences...

- High Gain/Low Gain DOMs
- Firmware
  - two types of events
  - feature extraction
  - coincidence logic between tanks
- Communication (speed 100 KBps vs 20/40), 1 DOM per wire pair)
- Thermal control (min T or  $\Delta T$ ?)
- Noise environment?

# IceTop Station Schematic



# IceTop DOM Strategy

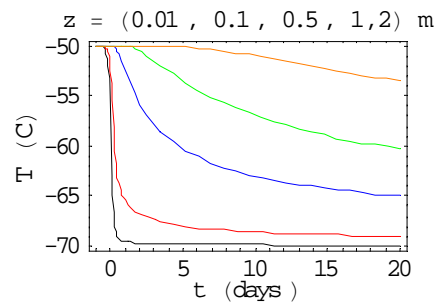
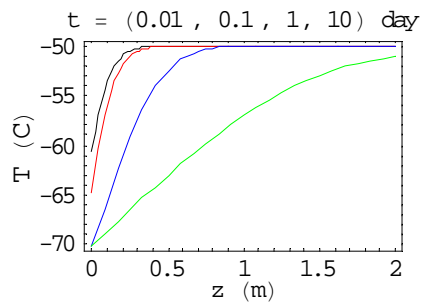
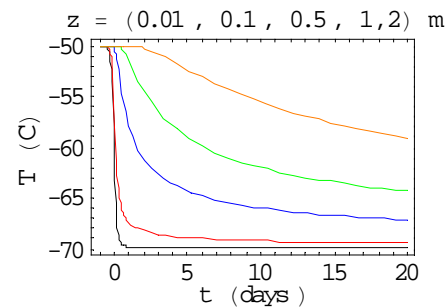
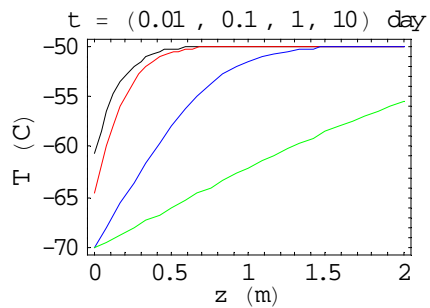
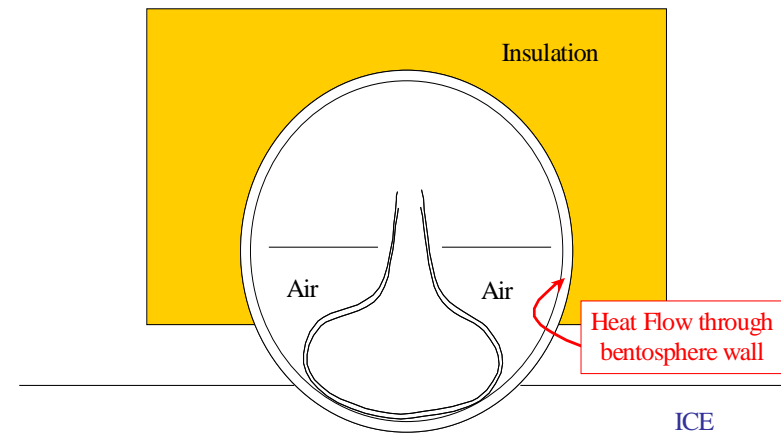


# IceTop Data Return Strategy

- Singles (Muons +  $E_e > 30$  MeV)
  - id (2), time (4), fit parameters(6) – 12 bytes
  - $2500 \text{ Hz} * 12 \text{ B} = 30 \text{ KBps/DOM}$
- Soft Component
  - Check for local coincidence (two tanks)
  - $R_{\text{showers}} \sim 10\text{-}100 \text{ Hz}$
  - $R_{\text{uncorrelated coincidence}} \sim 10\text{-}100 \text{ Hz}$
  - Mostly simple fits – 2 KBps/DOM
- Waveform
  - 5% simple fit fails  $\sim 100 \text{ Hz}$
  - Scaled selection of minimum bias and event triggers  $\sim 10 \text{ Hz}$
  - Compress and return complete waveform  $\sim 100 \text{ B}$
  - $200 \text{ Hz} * 100 \text{ B} = 20 \text{ KBps/DOM}$

# Thermal issues

Passive design to keep DOM MB 25C warmer than ice in tank.



Thermal time scales for  
non-insulated  
and insulated tanks